These are part of my IS85 Polk that I’m building. It’s one of the few Russian lists that I’d play in a tournament.
Start by prepping your vehicles.
1) I replace the magnets that come in the box with 1/4” x 1/32” rare earth magnets. This will hold the turret on while transporting it and allow it to still move. I paint the one end of my rear earth magnets and use them from the other end, this way I have the same polarity on all the turrets.
2) Then glue the gun to the turret. I leave the treads, HMG and hatches off until they are painted.
3) Primer your parts using black primer.

Step 1 (left side)
Paint the vehicle using 924 (Russian Green)

Step 2 (right side)
Dry brush vehicle with 924 (Russian Green) mixed with 951 (flat white) using a 50/50 mix.

Step 1
Then I magic wash the entire tread piece and the engine vents on the back of the deck.

Step 2
Next repaint the treads, muffler (engine deck), hatch opening and MG Flat Black.
Step 1
Using 818 (red Leather) dry brush the tracks and engine muffler.

Step 2
Mix 50 951 (flat White) with 50% 818 (Red Leather) and dry brush the tracks and mufflers.

Step 3
Using 863 Gun Metal, dry brush the treads. Only dry brush down the length and not across them. Using 863, paint the saw, headlight and MG.

Step 4
Glue the finished treads to the tank hull. Decal to suit, Black line and then lightly dry brush 819 (Iraqi Sand) over the entire vehicle.
Extra step for Storage and transporting. I can’t take credit for this idea, it came from Bill Wilcox. Thank You, Bill. I only modified it by using two magnets instead of one. I glue a 1/4”x1/32” rare earth magnet to the bottom of the vehicle. I then use a 1/4”x1/4” cylinder magnet to hold the vehicle to my transporting medium. This way I can remove the 1/4”x1/4” magnet from the vehicle and not have my models snap together when gaming with them.

Storage (The tray is elevated 6” at the back to show that the vehicles stay in place)

Transporting to tournament (The tray is elevated 6” at the back to show that the vehicles stay in place)